

DECEMBER '18

Anthroculture



**LakesideFurs 12 • rAge '18 • Anthrocon • Art Showcase
ComicCon Africa • Megaplex - The Furnesian Islands**



D

Trixie wants you! @GalaCon 2018

Sa. 14:30

Panel Room 2

Games, competition and more

Show everypony how great and powerful you truly are



Anthroculture

ISSN PENDING

VOLUME 4 DECEMBER 2018

anthroculture.net

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COVER IMAGE

This month we feature the art of Pando from Mexico.

This was a commission for GustoBunny and an entry into Ink-bunny's Inktober 2018 contest.

@panda_paco



28



16



40



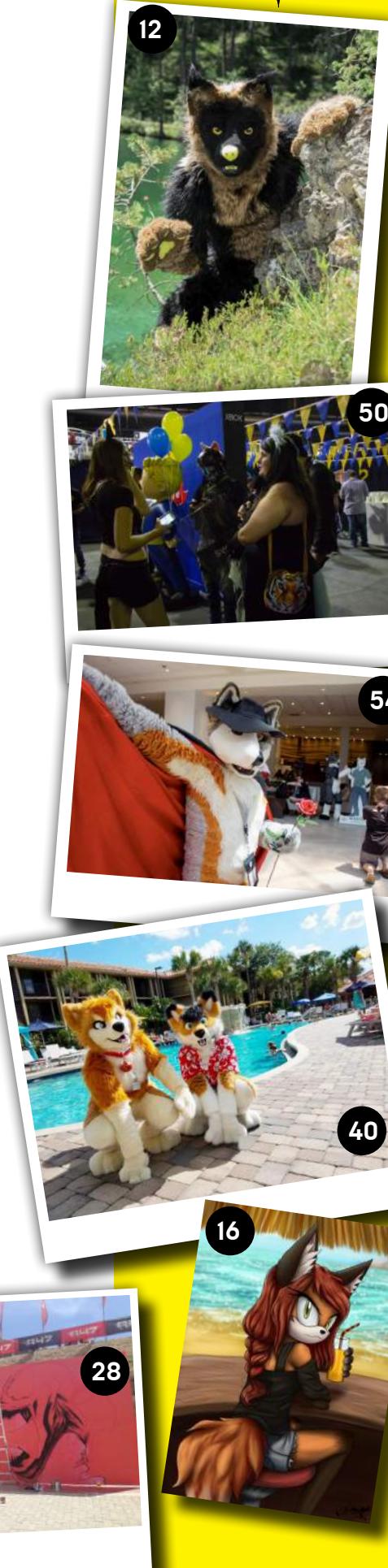
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54



Welcome to what is technically issue four of Furry Times, or issue one of Anthroculture, depending on which direction you are looking from. I am sure it has come as a complete surprise to some that Furry Times has changed its name to Anthroculture. It has been a very necessary step as this publication is growing. As we were made aware, Furry Times could no longer be used as a name, and we needed to change the name to something that is truly unique and generic enough to convey a title that covers not just furry, but the very hobbies and interests of furries, too. And so, the name has been changed to Anthroculture. We as your editors need to of course explain the whole rationale behind this, and without further ado, here it is:

Tetsudra writes:

Back in June 2016, I had the idea to start a website for the South African furry fandom. It was something that I had wanted to do for years, and when it finally went live it had a clear mission:

This site exists to showcase and celebrate the creativity, energy and positivity in the South African Anthropomorphic-interest community – broadly referred to as the “Furry Fandom”.

For a while it worked out pretty well – the site started getting regular contributions from local artists and writers, and I was able to conduct a few in-depth interviews with South African furs, on topics ranging from fursuit construction to comics.

Around the same time, ArtyLoop started up his own furry media project: Furry Times, a professionally designed and typeset fan magazine, with the same focus on South African events and personalities. We've been working together pretty much since then, doing the same thing in different media.

In September 2016, everything changed. My situation meant that I couldn't really continue with Anthroculture work – updates to the site slowed down, then stopped. ArtyLoop managed

FROM THE EDITORIAL TEAM

to get the first issue of Furry Times out that month, and then suffered the same fate. Neither project would see an update until almost two years later.

In April 2018 (and quite serendipitously) both our situations changed for the better. I had quit my full-time job, and ArtyLoop had managed to return to making the Furry Times magazine. It would still take a few months before I was ready to re-join the fray, and that all came to a head in July this year.

A new opportunity for collaboration presented itself: ArtyLoop wanted to re-brand the Furry Times magazine, and I wanted to get back into doing online content. We agreed to merge the two projects under one brand, and that brings us to today!

Anthroculture is a fan-funded furry magazine, produced by and for the global furry community.

I will head up the web and social side of things, with ArtyLoop taking charge of the efforts around the magazine.

ArtyLoop writes:

As my colleague Tetsudra explained, our collaborative relationship has its roots in this very project. From the third issue, under the former title Furry Times, I was already picking up a vibe that a global overview of the fandom was perhaps more apt for a publication rather than a narrow focus on the local fandom. It is a fact that the South African fandom is rather small,

and only has one annual event which is not large by any comparison. That is not to say that SAFC is insignificant, but it becomes a practically challenging matter to try and fill pages on local events, when there's hardly any taking place. Globally, there's at least two furry cons happening every month of the year which gives us plenty to report on, and to build momentum. It also allows for the exchange of ideas, which is ultimately the bigger purpose of this project.

So, regarding this change, I tested the "global focus" hypothesis with issue 3 of Furry Times and it turned out to be the right call- the momentum gained by shifting to a wider focus was a clear indication that it is the right thing to do. It was at this juncture that I knew I had to approach someone who understood marketing and the social media side of things, and I knew of only one person up to the task, who had a track record in the industry, but more importantly is a

furry himself, and that is Tetsudra. Given that I hold the belief that mainstream media has lost the plot completely, I have felt it very appropriate at this stage that the fandom (and possibly others) need its own mass media; one where bias, sloppy journalism, and lack of journalistic ethics are not tolerated. This is one of the reasons why I do what I do. The other reasons are of course, to provide a creative outlet, sense of purpose and a sense of belonging in a community and being part of putting its best paw forward. Although I often state that I am a furry only in name, it is rather essential in my opinion that if we keep sending positive, but truthful messages about the fandom, it will encounter less resistance, less stereotyping, and of course, less condemnation from irate parents whose children become furries during the teenage years. As a parent myself I am very aware of how essential it is to tell the truth about the fandom and accurate portrayal is key here ↗

Anthroculture

EDITORS-IN-CHIEF

ArtyLoop and Tetsudra

SOCIAL MEDIA, WEB PRESENCE, DEVELOPMENT & MARKETING

Tetsudra

RESIDENT WORDSMITH

Trace

DESKTOP PUBLISHING, LAYOUT, DESIGN

ArtyLoop

OFFICIAL WEBSITE

anthroculture.net

SOCIAL MEDIA AND PLATFORMS

Telegram - t.me.anthroculture

Facebook - <https://facebook.com/anthrocultureza>

Instagram - <https://instagram.com/anthroculture>

Twitter - <https://twitter.com/anthroculture>

EVENTS

NOVEMBER - DECEMBER 2018

Furry Black Light 2018
Howloween 2018
PAWCon 2018
ScotiaCon 2018
Kemocon 2018
Anthro Northwest 2018
Fur Out West 2018
Midwest FurFest 2018
Furs Upon Malaysia 2018
Furvester 2018

1 - 4 NOVEMBER 2018
2 - 3 NOVEMBER 2018
2 - 4 NOVEMBER 2018
2 - 4 NOVEMBER 2018
3 - 4 NOVEMBER 2018
8 - 11 NOVEMBER 2018
16 - 18 NOVEMBER 2018
29 NOV. - 2 DEC. 2018
8 - 9 DECEMBER 2018
29 DEC. - 1 JAN. 2019

MAUREPAS, FRANCE
BURNABY, BC, CANADA
SAN JOSE, CA, USA
LIVINGSTON, UNITED KINGDOM
YOKOHAMA, JAPAN
SEATTLE, WA, USA
MANDURA, WESTERN AUSTRALIA
ROSEMONT, IL, USA
Petaling Jaya, SELANGOR, MALAYSIA
REUTLINGEN, GERMANY

Furry Black Light #7

NOV. 1st – 4th, 2018 – MERCURE HOTEL – MAUREPAS

Howloween





ミンナデ タノシム ケモノノ ブンカサイ

コマドリ
はな
つよ
そう
Kemocon 11
RPG

ホイミ
ルーラ
ホマズン
アララギ
ニフラム

催事名：Kemocon 11 ~RPG~
日 時：2018年11月3日(土)～4日(日)
会 場：横浜港 大さん橋ホール
主 催：KemoconProject

2018.11.3(Sat) ~ 2018.11.4(Sun) @Yokohama

MY CHILDHOOD HERO:

SONIC

THE HEDGEHOG



It is not often that I have thought to document how I got into the furry fandom via the road less traveled; however I think it's a good story to tell. The year was 1991, and Sonic was all the rage, although none of us at the time could afford SEGA hardware. Apartheid in SA had just come to an abrupt end, and with it my rather large worries of being drafted into the military the moment I stepped out of school. Indeed, back then my interest in anthropomorphic animals was there. It had begun with my father who would doodle in his notebook, and draw the most amazing anthropomorphic animals- especially Daffy Duck. In my opinion, his work was as good as any of the top artists at Warner Brothers.

But in those days in SA, you didn't dare be an artist of that sort- the world demanded seriousness and you had a job to do. I secretly hung on to my love of anthro animals, although I knew that I'd face ridicule if I revealed that fact, so I focused on the next best thing- I did Matt Groening proud with being an awesome Simpsons fan instead, until it was safe to reveal my other great love, which I did much later.

It is perhaps an understatement to declare that the blue hedgehog had a profound effect on me. There is something about him, not just his speed, but his absolute unrestrained carefree attitude, coupled with his defence of the underdog that just resonated with me all my life. In 1993 I commissioned one of the art people in my high school to paint him. Sadly, the artwork was never completed, but I never forgot. Work and studies took me away from Sonic for a while, but late in 1999, having just completed my studies and graduated as a technician, I decided it was time to get back to doing things I loved.



I remember it really well: November 1999, when I found out that Sonic Underground was on TV. I went off to look on the internet, and to say I had my mind blown is a real understatement. In short order, I found that there was a Sonic fandom, and that, very rapidly led me to discover that some of these same people were furries. The internet was a different landscape back then, and mostly consisted of reasonably intelligent people, and you could engage with them using chat clients (10 years before WhatsApp, Telegram and other chat clients). This led me to discover a world, which is more than just the fandom and appreciation of anthropomorphic animals, but also numerous young (and old) people who appreciate, love, and draw the characters.

It was during the period from July 2000 through December 2001 that I actually became brazen enough to chat to people online, who in turn showed me people that, at the time, were high school students, but are now legends in the furry art scene. To give you perspective, in those days, vclart.net and jabarchives.com were the only two real furry art sites (the latter being almost totally yiff oriented) and when you wanted furry art, that's where you went. But the turning point for me was when one of the Sonic fans I had befriended sent me her photos of "this cool furrycon" she attended, which I would learn was AnthroCon 2000. So there was me, at 26 years

of age, having my brain reprogrammed by American and world culture, and I've never been the same since. I was introduced to the work of Eric Schwartz (SabrinaOnline.com) and many others, with the net result that I've been consuming anthro art ever since, up to today.

After a break from Sonic for a while (I was rather bitter about SEGA pulling the plug on the SEGA Dreamcast and putting Sonic on a freaking Sony console!) I got into anime, and

“

I found that there was a *Sonic* fandom, and that, very rapidly led me to discover that some of these same people were *furryies*...

I ran with that for quite some time, learning the ins and outs of conferences, experiences and public relations. I stopped doing that because I got married and had kids, but, as my spouse knows, the blue hedgehog has always been special. I had always thought that maybe being a furry was a step too far and indeed the initial impression of kemonomimi in anime was met with a bit of a cringeworthy expression from my partner. But by 2007 when I got a decent internet connection, I was online at least once a week, surfing various booru sites for Sonic art (a collection that I still have, but is now saved in the cloud). This went up a huge notch when my wife

surprised me with a Sonic gift one year, in the form of a money bank in the shape of Sonic's head. From that moment on... I decided... screw it... I am not keeping this in anymore. I'll be a freaking furry because it's something I cannot imagine not being. And besides, with me having a child, I had the perfect excuse to be one... my family will be fooled and think I am doing it to be a good dad... ha! Of course I later discovered that my partner is exceptionally supportive of these things, and that's when I really let it all go. Today Sonic features on nearly every wall of my home, there's a substantial collection of Sonic toys in my workroom, and he shares his space with images of furries.

A significant limiting factor has been my stressful career as an electronic designer, but when I found myself unemployed in 2014, I had time to think, about what it is that makes me happy in life.



That meant life changes, and on the way there, discovery of the fact that SA actually has a furry fandom (I saw a thread about furries on a local technology website and I made positive comments, which resulted in a private message from a much loved local furry, who gave me the URL zafur.co.za). From there on, while it has been a rather troublesome

experience in that I do not fit the narrative of people 20+ years younger than me, it has been a positive experience. I am happier for being out of the closet as a furry (and I say that rather generically because I simply see myself as a Sonic fan that has transitioned to the wider scale of the anthropomorphic fandom), but I also do feel happier that

the changes brought a desire to actually draw anthro characters, and the discovery that I inherited some of the talent my father has. I now produce my own Sonic comic... something I've dreamt of doing since high school ↗

ArtyLoop

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bespoke paraphernalia



DESIGN AND MANUFACTURE OF CUSTOM FURRY APPAREL

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JUST FOR YOU

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PUBLIC SERVICE ANNOUNCEMENT



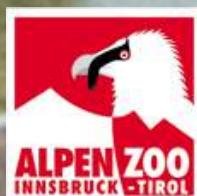
Our dear furry artist and friend Animew was last seen on 30/08/2018.

There's a lot of worried folks wondering what happened to you. Please let us know you are okay via Telegram messenger or email. If anyone else has knowledge of their whereabouts, please contact us.

FURRIES UP CLOSE, IN HARMONY WITH NATURE

This year's LakesideFurs convention was held in Lermoos in Tyrol and this year we had slightly more than 30 attendees. As with previous LSF conventions, the location chosen was in the midst of the Austrian alps and therefore offered an amazing view over the mountains – and since the location is close to the German border we were even able to spot the Zugspitze, Germany's highest mountain.

LakesideFurs is somewhat different to other furry conventions that are the norm in most other locations in the world- in that it is not a strictly an indoor convention- that's right, LSF being held in some of the most picturesque places in the world offers attendees a unique experience, outdoors!



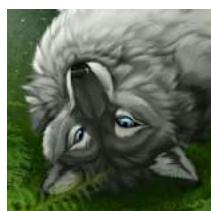
ALPEN ZOO (English: Alpine Zoo) is one of the most amazing, and picturesque places on earth. It also holds the distinction of being one of Europe's highest-lying zoos(at an altitude of 727 metres asl), and offers a one-of-a-kind experience. Located in the town of Innsbruck, in the Austrian state of Tyrol it offers such a complete collection of European Alpine creatures it is the perfect venue for a furry convention- it provides the most perfect setting for a furry con (www.alpenzoo.at)



In the past, for example, we have offered two bigger hikes and a trip to a nearby ruin. But of course our attendees are free to roam around in the mountains or nearby attractions on their own. Being an outdoor event, this also means that we are often dependent on the weather playing along- this year the day we chose for the Suitwalk was a bit on the wet side- however that didn't stop our tough fursuiters being held back by a few drops of rain and in the end it was still possible to have a nice Suitwalk through the nearby city.

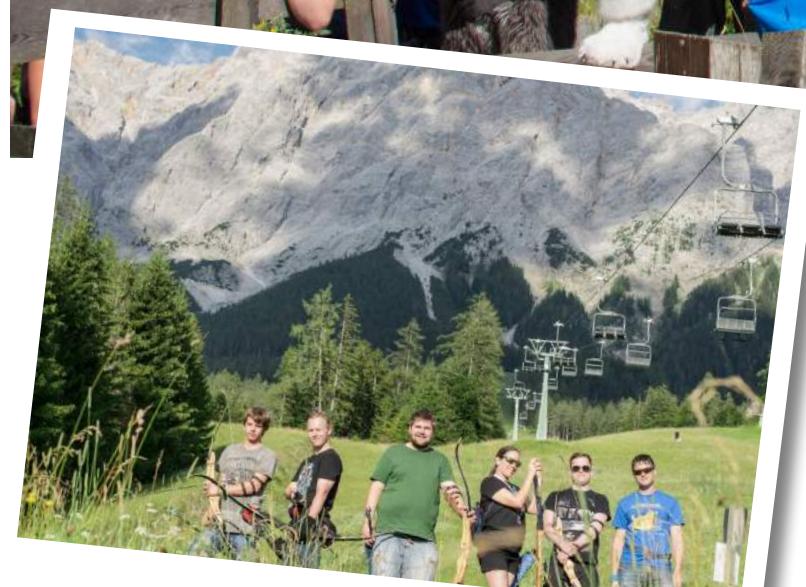
We always try to involve the convention theme into the convention itself and since 2018's theme was 'Alpenzoo' – which can be translated as 'Alpine zoo' we offered a visit to a petting zoo with some alpine animals- all of them native to the area.

Even though a largely outdoor convention, when the weather turns bad or the evening becomes late, the con attendees come together to play some board or card games or even bring their computers or consoles to compete, for instance, in some rounds of Mario Kart. It never gets boring at LSF. One evening is usually set aside as a 'Chill out Night' with self made cocktails, music in the background and a chance to dance -with or without Suit – a perfect opportunity to just get to know one another even better. ☺



STORY
YukonWolf

PHOTOGRAPHY
Karakina Fox
LSF Staff





ART SHOWCASE

FEATURING

LostCrow
WinterSnoWolf
SynnfulTiger
PurpleMage
Belatro
Ian Keaton
Nira The Dark





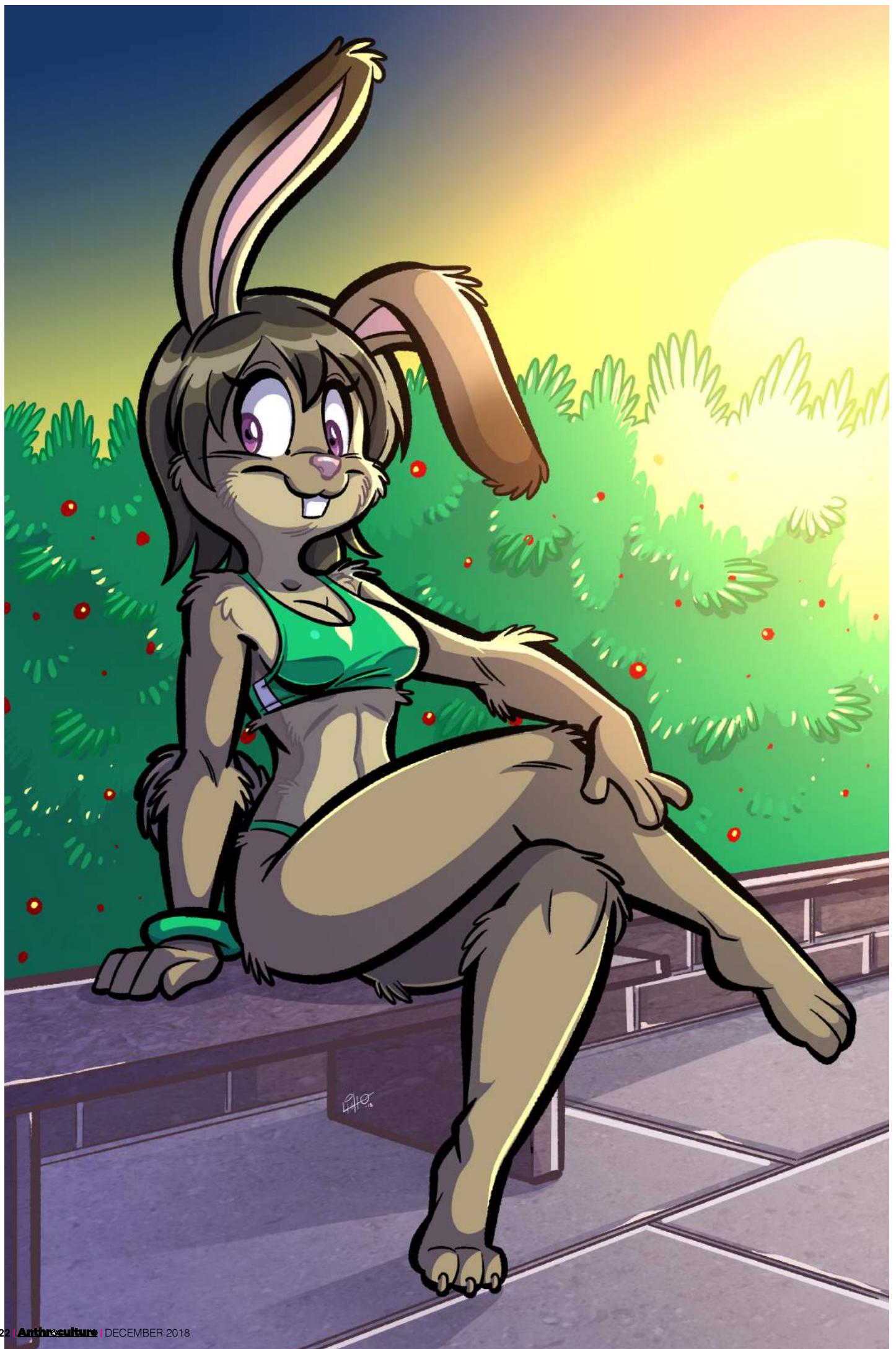


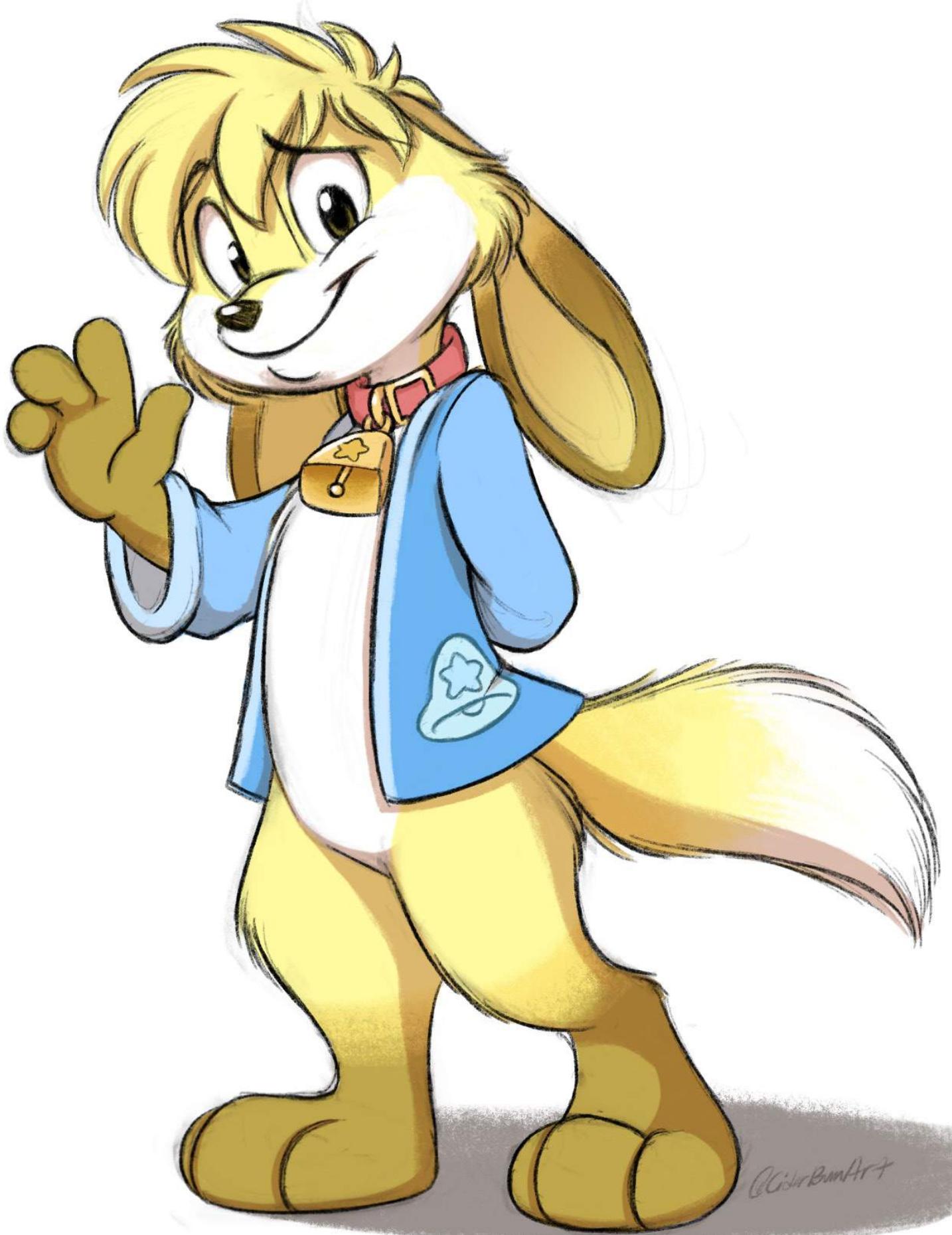
WJP
S/2012



Vaati, Mage







KickerBunArt



So as you, our dear readers may be aware, ArtyLoop is an artist himself. He did a speed draw of an Archie Comics cover he saw on the 'net towards the end of September which he posted to his Art group on Telegram to inspire and encourage others to draw Sonic The Hedgehog™ universe characters. LostCrow rose to the challenge rather nicely...



Retro Furry

CONBOOKS AND THE STORIES THEY TELL

In this edition, we are proud to reveal some very interesting aspects of the fandom going back many years, to times when even I myself was a young child. It's a double bill this time folks, we will be discussing two historical artifacts from the days when furry was young.

CFO May 1982

As we know, many furry cons have arisen out of club activity, and in many cases these were generally anime or science-fiction clubs. Right from the beginning, American furry clubs, later becoming full blown conventions, published what is known as a "con book" which is generally similar to the books that one might find for sale at any decent theatre production that you might attend.

The item shown on the right, is the conbook for the Cartoon/Fantasy Organization, or CFO for short. In those days, cons were generally meetups, held once a month. The one shown is for May 1982, and includes the programme for that particular meet (of course lots of anime was scheduled), reports on previous screenings, a furry themed comic, ads of companies selling stuff we now call "geek merchandise", a review of a movie (*The Secret of NIMH*), finances, and general "toon" discussion.

Even reading it today makes for fascinating and engaging reading.

Confurence 3 Conbook (1991-1992)

By 1991, it was clear that furry as an interesting hobby was going quite mainstream (not as much as today mind you), and by then, the organizers of this particular convention (Confurence) had found success in doing so. The cover artwork is eye-catching and undeniably sexy, and the rest of the content is exclusively furry and interesting- in contrast to CFO's conbook, no more speak of anime (I imagine by then anime had gone a separate path as a fandom on its own). As per the CFO conbook, this one makes for very engaging and interesting reading.

Both these conbooks can be read online here:

<https://confurence.com/1982/05/cfo-may-1982/>

<https://confurence.com/1992/01/confurence-three-conbook-1991/>

MAY 1982





“

This scene reminds me of....
Zootopia!
ArtyLoop - October '18

DISPLAY ONLY - NOT FOR SALE

NOW SHOWING

"CONFURENCE"

"SERVAL
WITH A
SMILE."



COMIC CON AFRICA THE REAL McCOY FOR THE FIRST TIME IN AFRICA

LIVING IN SOUTH AFRICA FEELS LIKE YOU ARE WORLDS AWAY FROM ANY OF THE exciting things that happen elsewhere. All the big conventions are overseas – Europe, America, Asia. It has been the same with Comic con. Yes, we do have our own expoAge, Geekfest, Icon, Kin-con... it just hasn't been the same somehow. I still remember the day that they announced ComicCon Africa. The excitement buzzed around the internet and on the cellular networks. We had finally arrived! ComicCon would be in Johannesburg at the Kyalami Race Track. Tickets were sold out in no time at all.



WORDS
Cathy Brookes

PHOTOS
Cathy Brookes
Geekerhertz.com
Reuters



The day arrived, we had beautiful sunshine. It promised to be a scorcher – and didn't disappoint. Our parking was miles away from the venue, so together with Darth Vader, some anime characters, a soldier of fortune and neko girls, we started the great trek around the Kyalami race track. I must admit to being annoyed at first – but then it dawned on me. I was walking on the same track that some of my childhood heroes had raced on.

The entrance, however, was efficiently managed, and we were inside quickly. Coffee! A trailer stood just inside the entrance and we headed in that direction. Looking around we could see plenty of food and drink stalls. I opted to pass the coffee and go straight for the hard stuff – Red Bull (one of the sponsors).

Above
The venue, Kyalami Raceway in Johannesburg

Above Right
Street art exhibit

Below Left
The Disenchantment booth

Far Right
Zombie tunnel wall



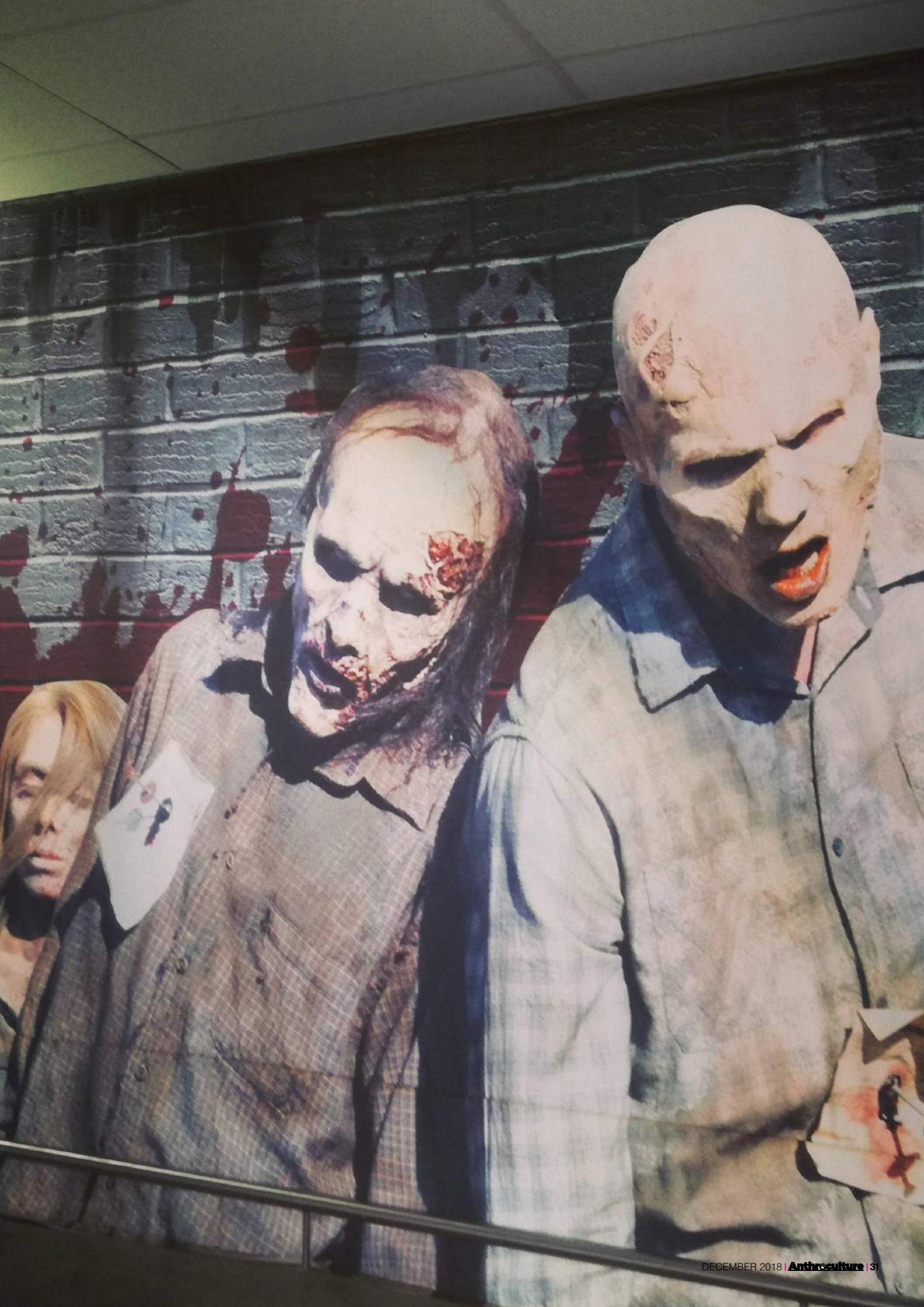




PHOTO CREDIT - Beckerhertz.com

Music and an announcer could be heard from the middle of the food court – and an inflatable dinosaur was dancing with the children. There was activity everywhere. This is where we split up – makes seeing your favourite things much easier if you don't have to drag people around with you.

The Artists Alley was my first stop. Well, not so much stopping as moving in a throng of bodies. It was packed with eager purchasers. What I could see between the squashed humans was quality merchandise. You could see that a lot of effort had been put into their products. I made a note to come back for when it was less crowded.

Walking through the zombie tunnel was an experience- I entered the main hall and was met with three floors of awesomeness. The Omen lay ahead of me – but something to the right caught my attention. The Tardis! I made my way to it as quickly as possible. We had heard that Doctor Who was moving to Showmax, and had really hoped that some of the cast would come to ComicCon. But we had the Tardis, and they let us go inside. Sadly this was just a replica and definitely not bigger on the inside, which meant that we were somewhat squashed inside.

They also had a VR gadget you could play with so I tried to convince the nice lady to

let me buy one of the mugs, but my speech was obviously too low for that achievement.

I won't go into everything that was at the show – as it was literally everything one usually encounters at events such as these- Xbox, PlayStation, BT Games, the design colleges, etc., but I discovered four stages hosting various events.

The regional radio station 94.7 managed the main stage. Mobile network provider MTN provided the fun and entertainment in the Beer garden outside. I spent hours watching the CS:GO championships and the little time I had left afterwards watching the rest of the shows.

A big attraction at these shows is the Cosplay. As a result, many people had come dressed as their favourite characters. We did catch the Cosplay final on the 94.7 stage but sadly, the view from my vantage point was not great. Of the cosplayers I did see – they were amazing. Many people put a lot of effort into their costumes. These are not hired costumes, they are custom made, often by the cosplayers themselves. But apart from the professional cosplayers, seeing whole families dressed up and having fun really reveals that it is a bonding exercise, and a fun one at that.

We left ComicCon Africa well after closing time, as the sun was setting while people were still sprawled around making sure that they hadn't missed anything. It really was an enjoyable day, with more than enough to keep us occupied.

A question often asked afterwards, even in discussion forums- could it be compared to rAge or was it perhaps much of the same? My answer is that it is a very similar vibe, with one key difference – it was more focused on an adult market (alcohol on site). It was also well laid out, well planned. There were plenty of food and drink trucks/vans even though the lines were long (which is an often-heard complaint about rAge and experienced by myself- Editor). Will I still attend rAge? Of course! In my opinion – you cannot have too many cons such as these. I will definitely be there again next year. ☺



PHOTO CREDIT: Siphiwe Sibeko / REUTER

COMIC CON AFRICA 2018

VIPs (MEET & GREET)

- Anthony Mackie – Avengers, Infinity war, Captain America, Adjustment Bureau, Pain & Gain.
- Travis Fimmel – Vikings, Warcraft
- Yetide Badaki – American Gods, Sequestered
- Ricky Whittle – American Gods, The 100
- Kevin Sussman – The Big Bang Theory, Ugly Betty
- Rick Worthy – The Magicians, The Man in High Castle, Supernatural, Battlestar Galactica
- Riccardo Federici – Artist – Aquaman, Batman: The Murder Machine, Dark Nights: Metal, The Book of Tyrael – Blizzard
- Jenny Frison – Artist
- Chris Sprouse – Artist
- Andy Diggle – Comic Book Writer
- Yaya Han – Cosplayer
- Philip Odango – Cosplayer
- Mohale Mashigo – Writer
- Loyiso Mkize – Artist
- Clyde Beech – Artist
- Sean Izaakse – Comic Book Artist
- Jason Masters – Comic Book Artist
- Bill Masuku – Comic Book Artist
- Warren Louw – Comic Book Artist
- Moray Rhoda – Illustrator
- Goliath & Goliath

EVENTS ON OFFER

- Red Bull M.E.O. by ESL Clash Royale Qualifier
- Telkom VS Masters and the VS Championships - CSGO, Dota 2, Call of Duty, Overwatch
- VS Gaming High School Esports League – CSGO and Dota2
- The Lenovo Celebrity PUBG challenges
- Omen by HP Overwatch friendlies
- ASUS Tekken brawls
- MTN Asphalt Nitro





NordicfuzzCon

A Winter Howliday: Yule Love It!

Scandic Infra City
Stockholm, Sweden
Feb 27 - Mar 3, 2019



13 - 16 June 2019
EDMONTON, ALBERTA

UNIFURSAL STUDIOS

LIGHTS, CAMERA, ACTION!

E U R O F U R E N C E 2 5





IRON PAW

Lakesidefurs 13- Ironpaw

22 - 29 June 2019 Chalet Bergerblick
Wald im Pingzau, Salzburg, Austria



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FURRY HUMOUR

EVERY EDITION WE HAVE A FINE COLLECTION OF
furry jokes and other bits and pieces to put a smile on
your muzzle. Sit back, relax and have a good laugh at
these-



I'M HERE FOR THE BAD DRAGON MASCOT JOB. AS YOU CAN SEE, I'M A REALLY BAD DRAGON. POSSIBLY THE WORST.



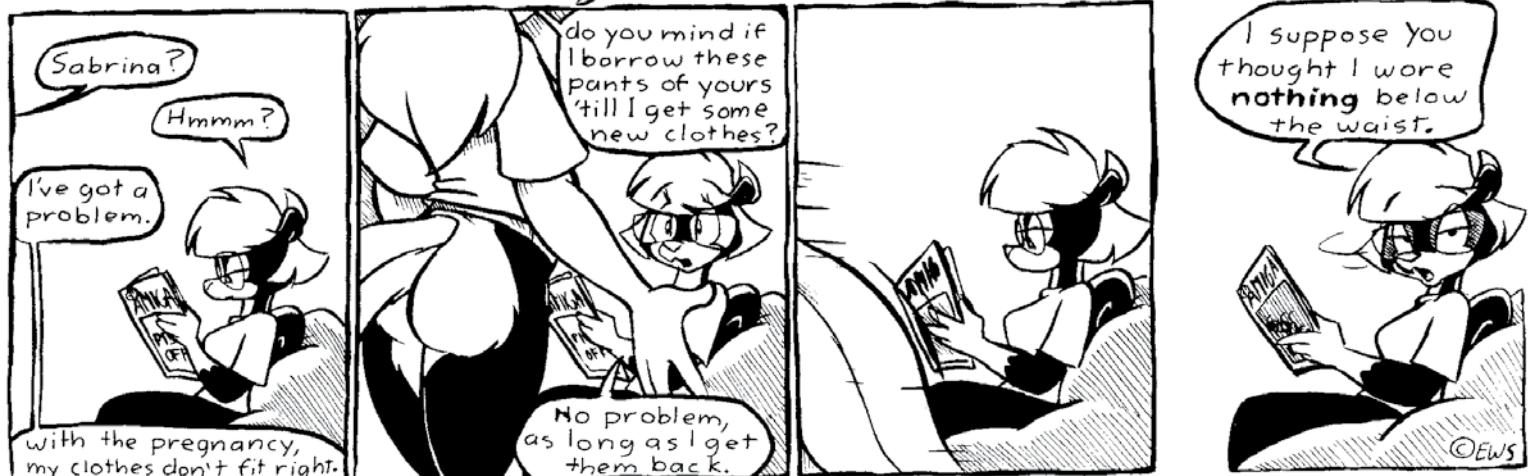


FoxDad.com

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Sabrina Online by Eric W. Schwartz ©1998



"You've always wondered"

FURRY PIN-UP

ZOE  @Zoe_Brittanydog

ALIUROS  @Katten_Aliuros



BUT WHERE ARE SONIC AND AMY???

COMICS ZONE



DECEMBER 2018 AnthroCulture 30







MEGAPLEX 2018

A FUN PACKED FURRY EXPERIENCE- ALL UNDER THE FLORIDA SUN

Megaplex 2018, held at the SeaWorld Doubletree in Orlando, Florida had 2602 attendees, making it the 8th largest furry convention in the world. The convention raised \$10,849 for C.A.R.E – our designated charity. The guests of honour were PacoPanda (a fursuiter and artist) and NIIC, the Singing Dog.

Megaplex 2018 hosted a number of unique events including “The Asian Game Show Experience” and “Box of Lies”. Other popular events included the Fursuit Dance Competition, Floor Wars, the Fox and Pepper Concert, and the Fursuit Parade.

Our charity, C.A.R.E., brought a number of live rescue animals to the convention for guests to interact with. These included a red fox, a lavender skunk, a baby coatiundi (from South America), and a cockatiel. Interactions were available in the dealer room and as part of the charity presentation on Sunday morning.

The theme of the convention was "The Furnesian Islands". The Megaplex team constructed four Tiki gods that were placed on the main stage to interact with shows at random times. Along with the custom tikis, the team also had themed posters and other thematic elements placed around the convention space giving it a nice, furrycon feel.

This year we noticed a large number of younger attendees and their family members that attended Megaplex. The convention has worked hard to make the event fun for fans of all ages and has programming that appeals to a wide scope of ages and interests, and this year it surely did pay off.

See Page 43 for group photo



TOP RIGHT- Look at those fluffy and cuddly animals

RIGHT - No shortage of colourful and cuddly furries

BELOW - A view from the rear out to the main stage

FAR RIGHT TOP (and inset) - An awesome pool party

RIGHT MIDDLE - Nom nom time- YUM!

BELOW RIGHT - You didn't expect to see just furries did you?





Megaplex also has some unique ways that the staff interact with the attendees. These include awards given to dealers for "best display" or "dealer of the year" and "achievements" that are given out to any attendee by a staff member for random actions. Achievements were given for "helping a staffer", "wearing a green fursuit", "attending a panel" and so forth. We look forward to next year's event and hope to see you there! 🐾

**To find out more about Megaplex visit
MegaplexCon.org**

Megaplex

THE FURNESIAN ISLANDS



WORDS & PHOTOS
HinoPup
@hinopup



KuddlePup
@kuddlepup



@derechodragon

Megaplex 2018

Megaplex
Florida Sun. Furry Fun.

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T

here's something magical about fursuits.

For as long as I've been a part of this fandom, fursuits have always fascinated me. The idea of creating a fictional persona to represent yourself is an intriguing notion on its own, but turning that into a physical, foam-and-fur character is elevating in a way that's hard to appreciate over the internet.

I found the fandom in 2007, and every year since then I've watched fursuits get more elaborate, more intricate, and more popular. I've seen them grow from curiosity, to interest, all the way to status symbol. Small side-operations have turned into full-blown businesses, and the best fursuit makers sit with a perpetual backlog.

For many furries, a fursuit is the ultimate acquisition - a major investment in their sense of self. Make no mistake: they're a lot of work! Between maintenance, upgrades, replacement parts, constant cleaning, and the sheer physical effort involved in wearing and performing in them, fursuits are a full-time project.

My first experience with fursuits (and the people who wear them) was at Confuzzled 2016



Words and Photos by Tetsudra

THE MAGIC OF FURSUITS





Anthropomorphism is an ancient feature in the human psyche: the attribution of human characteristics to non-human things. We see faces in burnt toast, attribute emotions to animals, and describe inanimate objects as having moods. Fursuits hijack this feature in a way that's really hard to appreciate until you experience it for yourself.

Maintaining the illusion is a very important part of fursuiter culture. Walking around "headless" while partially suited is discouraged, and Confuzzled deals with this by setting up dedicated fursuit lounges. I got to spend some time inside the main fursuit lounge at CFz 2016, watching the magic happen.

Every fursuit is really just a collection of lifeless overalls, padding, fur, and accessories. As soon as the headpiece comes on though, the human in the suit disappears and the character comes to life.

The illusion is so compelling that it's easy to forget these are just people in suits - including to the people actually inside them. While in suit, it feels like your human identity is suspended, and you

“

I watched socially anxious, nervous, shy and depressed suiters completely transformed while in character, and began to understand just why this is such a big deal to the furry fandom.

get to role-play your ideal self in real life. It's easy to leave anxiety, shame and doubt behind when clad in this armor.

I watched socially anxious, nervous, shy and depressed suiters completely transformed while in character, and began to understand just why this is such a big deal to the furry fandom. Fursuits bring the security and solace of

pseudonymous online identity into the real, and let people experience a part of themselves they may not otherwise be able to.

The aggregate effect of having people walking around in suits is just as transformative.

It feels like stepping into an alternative reality when you're sitting at a normal hotel bar, sharing a table with a real life fox, while small herds of horses and dragons mill about the hallways.

Fursuits were the highlight of my experience at Confuzzled 2016. Spending some time as a handler gave me a new appreciation for the expense and effort that suiters go to, and for the powerful impact it has on their own lives, and the lives of everyone around them &





COMPUTERS | GAMING | TECHNOLOGY

RAGE 2018

DID COMIC-CON AFRICA KILL RAGE?

JUST OVER A MONTH PRIOR WE HAD OUR VERY FIRST COMIC-CON AFRICA IN Johannesburg. It was very well attended and a great success. This led to speculation as to whether it would affect rAge. I believe that the more of these expos we can have, the better. I pre-booked my tickets, as that is the "sensible" thing to do...



WORDS & PHOTOS
Cathy Brookes



We arrived shortly after 9 and the queue was snaking through the parking lot already. We joined the tail end of the line, surrounded by people eager to get in. Some were already in Cosplay and others dressed for a long day of standing. I did feel pity for those in full body make-up and costumes as it was already very hot on the day. One downside of the lines was that they arranged the sexy MSI ladies to give out goodies- of course those lucky to be near them benefited greatly. But they then had the inspired idea to throw the items into the crowd standing in the lines with the result being a few unlucky souls, who had not noticed the ladies hurling stuff into the crowd, were stuck on their heads by flying merchandise. Aside from those unaware being struck by merchandise, bags, t-shirts, keyrings etc. were caught by those lucky enough to be in range to catch them.

Stepping into rAge is always breathtaking. The lights, the displays, the technology... I drooled. I won't talk about all the cases I caressed, the mice I





held, the stuff I touched. For a while I was able to forget the crowds of people streaming into the Ticketpro Dome.

One thing that really did excite me was Table Realms. It is still in the early access stage but what it does is turn your Android phone (and soon iOS) into a controller. The game that interested me most was VALA - Vicious Attack Llama Apocalypse. I know the creator from the MyBroadband forums where I am active. Table Realms allows you to connect to a nearby game that is in progress and join in using your phone. All that is necessary is to just use the app to scan the QR Code.



It worked brilliantly – and the queues for this were long. You can read more about it on the Steam Community pages.

Another big highlight of rAge is the Cosplay and Artists Alley. As always, the cosplay costumes were detailed and interesting. I managed to see a few favourites such as Lara Croft, who, as always, was very popular. Of course, rAge has anime cosplay every year and the characters were once again extremely popular.

The Artist Alley was a bit smaller than usual and I would put that down to Comic Con. So many of them had exhibited at Comic Con, and with the costs involved, possibly had decided that they could not afford both.

I do find this sad as it is one of the aspects of rAge that draws a lot of attention. Perhaps the organisers could consider a lower rate in future to ensure their attendance.

It seems that food is also a huge attraction. Mini Doughnuts, chip 'n dip, falafels, burgers, pizza, sushi, and a new interesting object – the churro, were all available. The churro is a fried-dough pastry that contains either chocolate or caramel. It is a traditional food from Spain and Portugal. I have it on good authority that it is delicious (my diet doesn't

allow for such decadence).

I left rAge at the end of the day – tired and satisfied. I had seen the new games that are planned for the next year or two, tried new technology, ogled at cases and cards. I had listened to talks on becoming a gaming professional, watched magic glue do amazing things, watched people playing games, posing for photographs. It looked as though everyone was enjoying the experience. From my perspective – it was a wonderful day. And I look forward to doing it all again next year.

66
Another big highlight of rAge is the Cosplay and Artists Alley. As always, the cosplay costumes were detailed and interesting.





NOT JUST GAMES...

As can be seen each year, the number of furries attending rAge is on the rise

Anthrocon 2018 "MOVIE MONSTERS"

STORY PROVIDED BY
WESA 90.5 PITTSBURGH

ANTHROCON 2018 - MOVIE MONSTERS

BIGGER THAN EVER, BUT STILL KEEPING IT INTIMATE

ANTHROCON, HELD ANNUALLY IN PITTSBURGH, PA, IS PROBABLY the largest furry convention in the world. As such, it is no small event, often hosting more than 7000 attendees, which is like being at a medium sized pop concert spanning multiple days. With the event being so public and, by and large, extremely complex to run and manage, it is potentially possible to feel "lost" in the sea of faces at a convention of this size. However, two furries I had a chat with suggested otherwise...

WHAT ARE "MOVIE MONSTERS"?

This year's event, according to Director of Programming, Waylon Darosh, had the tagline "MOVIE MONSTERS" as a motif to provide an opportunity for fun and creativity; giving the various departments in the convention leeway to interpret the theme as they saw fit. As Waylon explains: "We wanted to go back with a combination of classic movie monsters as well as 'we're not monsters, we're just misunderstood,'" Darosh said. "There's a bunch of art that programming has commissioned that's like, 'he's not an evil hellhound, he's just a fluffy dog'."

Despite sounding complicated, in the end "it all came together harmoniously", Darosh said of the event, adding that "you cannot go wrong with a motif like that!"

With regards to the event as a whole, Darosh said "We come here to drink, we come here to party, we come here to celebrate, we have fun, we spend money. It's what we do. The city was so nice to us when we first came here, we kind of pay that kindness back with dollars. And kindness of our own, but dollars also help."

It is really striking how many attendees mention the friendliness of the city of Pittsburgh, including one of the personal accounts below that mentions this quite openly.

What may not be as well-known is that the event is also a launchpad for study of the community as a whole by psychologists. According to Darosh, this was the second year that University of Pittsburgh's Rebecca McHugh was present to study the community. In previous years, it was Dr. Gerbasi who did the same. "We call them the furscience crew", Darosh said of the professionals at the event.

CON ATTENDEE EXPERIENCES

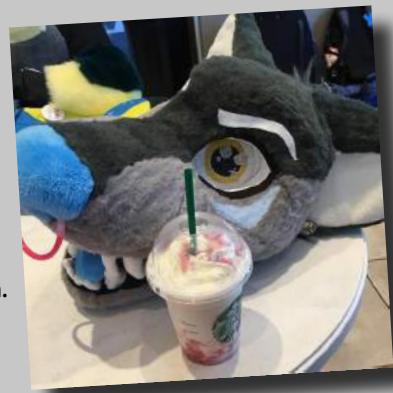
Ragewolf16 wrote:

Anthrocon 2018 was exceptionally well run, as usual. The staff always execute the event well and solve issues promptly. I always like going to the dance competition and the parade, but a lot of the activities I engaged in were not organised by the convention.

I think the best part about AC is that Pittsburgh is so welcoming; the convention is right downtown so all the nearby businesses get involved, and all the locals just seem so into it and willing to participate, in stark contrast from other cons I've been to where the remoteness makes you feel like an outsider. Anthrocon brings in a lot of revenue so it feels nice to be welcomed in return. Besides the few main con events, I did some tourism of the area, ate at some nice local restaurants, got a Furrycino at Starbucks, wandered around the dealer's den for a long time (I loved how big and open it was), and took a ton of pictures on the roof and by the underground water/light walkway.

Diskens wrote:

I personally had an amazing time at Anthrocon! It was my very first time going to a furry convention and I couldn't have loved it more!! Everyone was so nice and respectful! If I had a favorite part of the day I would say it was that I got to meet so many new people, or perhaps that I got to bring home a new fursuit. :)





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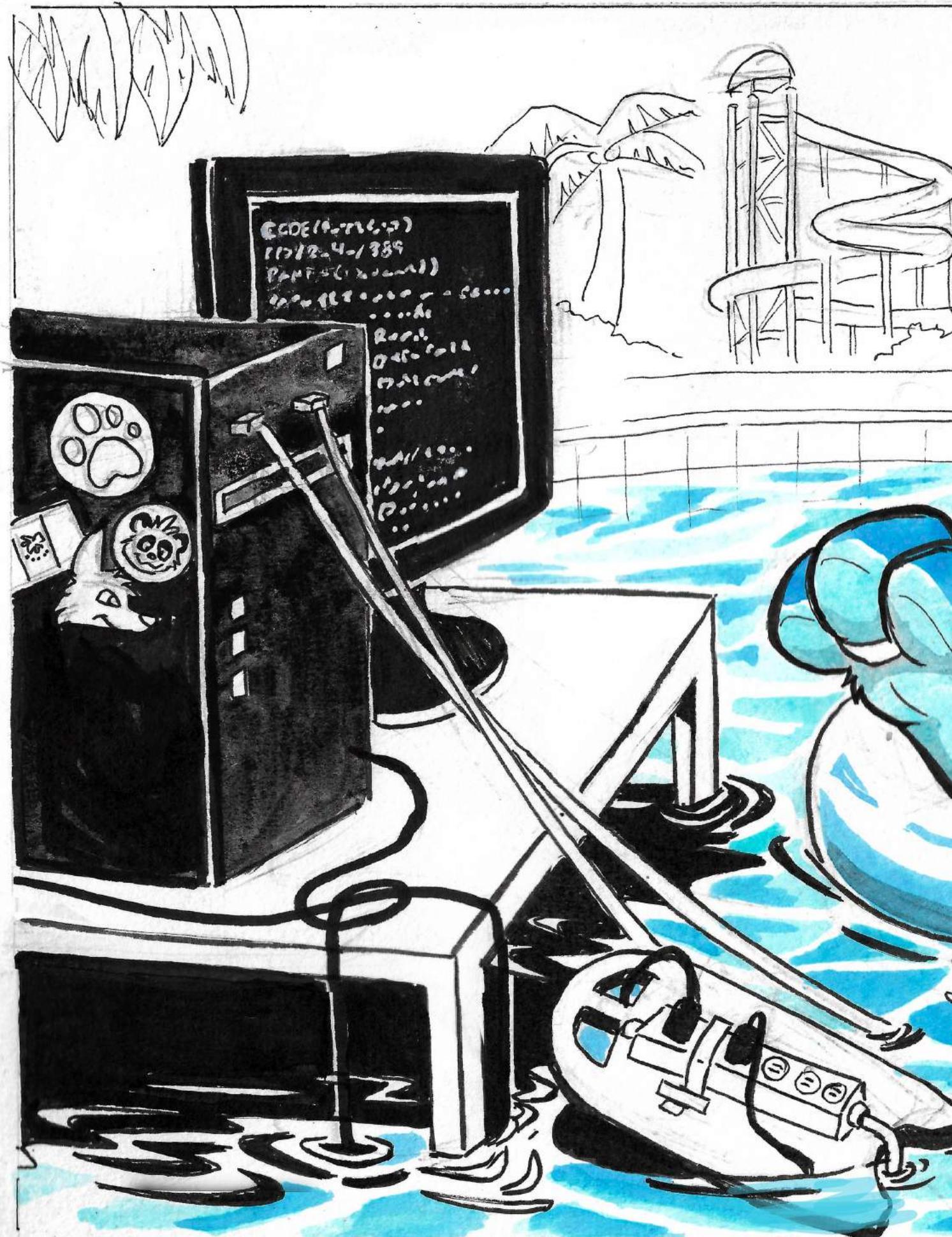
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